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Thank you for selecting the Nintendo Land™ game for the Wii U™ console.

Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

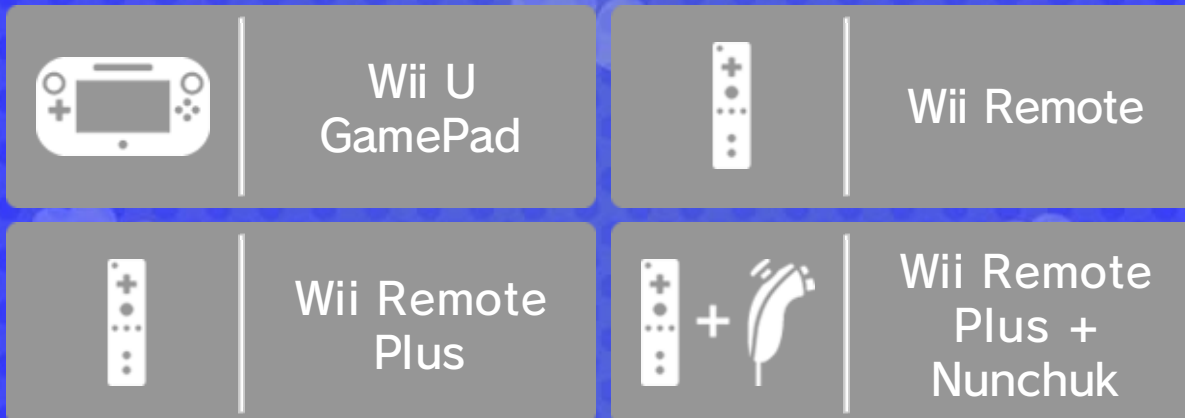
Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.



Nintendo Land is a theme park with 12 attractions featuring Nintendo's greatest game worlds! At this park, you can visit as your Mii™ character and play a variety of attractions with up to five players, taking on the role of classic Nintendo characters.

3 Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ Only one Wii U GamePad controller can be used.
- ◆ To play most multiplayer modes, each player needs a separate controller. (Additional controllers sold separately.)
- ◆ In the Attraction Tour  , up to five people can play with just a Wii U GamePad and at least one Wii Remote™.
- ◆ When using a Wii Remote or Wii Remote Plus controller, you must set up the sensor bar. For details, see the Wii U Operations Manual.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right.

Select **Pair**, and then follow the on-screen instructions to pair any controllers.





This section explains the basic controls used outside of the attractions. To learn the controls for the park's attractions, refer to the corresponding page for each attraction.



Menu Controls

	Wii U GamePad	Wii Remote / Wii Remote Plus
Select	 / 	
OK		 / 
Cancel		 / 



Nintendo Land Plaza Controls

GamePad

Move	
Jump	
Interact	 (next to object) / Touch object
Turn camera left/ right	
Look around	Move GamePad
Zoom camera	Press and hold 

Wii Remote / Wii Remote Plus

Interact

Ⓐ (while pointing at an object)



1 Options

Choose settings for the Wii U GamePad camera and microphone, the pointer-correction feature, and other settings.

2 Nintendo Land Plaza → 6

Playing an Attraction

Select an attraction, and follow the on-screen instructions to set up and begin a game.



View Results

After you play, you'll see the results screen and receive any Nintendo Land Coins you've earned. → 6



Pause Menu

Press ⊕ to display the pause menu, where you can restart the attraction or calibrate the Wii U GamePad or any Wii Remote.



Explore the park as a Mii character from your Wii U console, and walk up to an attraction gate to play that attraction. You can use Nintendo Land Coins earned from attractions to win prizes at the

Central Tower. These prizes will appear in the plaza for you to view and enjoy. Touch them to see how they react.



1 Central Tower

2 Zoom

Switch between camera views.

3 Nintendo Land Coins

4 Menu ← 5

When you connect to the Internet and use  Miiverse™  21, the following icons will be added.

	Make a post
	Hide or display posts





Saving

Your data is saved automatically when you play attractions.  is displayed when saving is in progress.



Deleting

To delete all existing data, select  (System Settings) via the Wii U Menu and access the Data Management screen. Follow the on-screen instructions for more information.

About Mii Characters

To play with Mii characters in Nintendo Land, you must have them designated as a Favorite in Mii Maker™. Note that if you remove Favorite status from a Mii or delete a Mii with Nintendo Land save data in Mii Maker, the save data for that Mii can be transferred to another Mii designated as a Favorite. Please follow the on-screen instructions to transfer save data.





Game Controls

● Archer: Wii U GamePad

Turn left/right	
Shoot arrows	Pull  down and release
Charge shot	Hold  down to charge, then release to fire
Look around	Move the GamePad to look around freely
Reset view	Adjust manually using 
Refill arrows	Point the GamePad down
Dodge	Follow the on-screen prompt

● Swordsman (1-3 players): Wii Remote Plus controller

Swing sword	Swing the Wii Remote Plus
-------------	------------------------------

Spin attack	Hold the Wii Remote Plus up to charge and then swing it
Reset sword position	Point the Wii Remote Plus toward the TV and press 
Raise shield	
Change target	

Quests

● 1-4 Players

The player with the GamePad controls the archer, and players using a Wii Remote Plus controller each act as swordsman. Work together to defeat monsters and find the Triforce. If the team runs out of hearts, the game is over.



1 Hearts

Hearts are shared by all players. You lose one heart when you take damage and recover one when you pick up .

2 Rupees

You receive Rupees for every enemy you defeat. The number of Rupees you collect is a good indicator of how much you're contributing to the group.

3 Arrows

This shows the number of arrows you have left to shoot. Point the GamePad down flat to refill them. You can hold a maximum of 10 arrows.

Resetting Sword Position

Swordsmen can point the Wii Remote Plus at the TV and press  to reset sword position. When you reset sword position, your Mii will re-center its sword.



Time Attack

1 Player

Control the bow with the GamePad and test your skill on the battlefield to see how many enemies you can defeat within a limited time. If you run out of hearts, the game is over.

4



5

4

Timer

5

Enemies left



Game Controls

● Olimar: Wii U GamePad

Move	 /  / Touch and hold the touch screen
Attack	Tap an enemy or block
Gather Pikmin	 /  / Tap 

● Pikmin (1-4 players): Wii Remote / Wii Remote Plus

Move	
Attack	
Jump	

Challenge

● 1-5 Players

The player with the GamePad controls Olimar, and players with a Wii Remote each control a Pikmin™. Work together to break blocks and defeat enemies on the way to your ship. If the team runs out of hearts, though, it's game over.



1 Hearts

Hearts are shared by all players. You lose one heart when you take damage and recover one when you pick up a .

2 Olimar and Pikmin

3 Time and Master-Rank Time

This will only be displayed for cleared challenges. Underneath, the time required for Master Rank will also be displayed.

4 Call icon

Touch to gather all Pikmin.

5 Mii Pikmin

Versus

● 2-5 Players

The player with the GamePad controls Olimar.

and players with a Wii Remote each control a Pikmin. You divide into teams--Olimar versus the Pikmin--and collect candies dropped by enemies. The team with the most candies at the end wins.



6 Number of candies collected

7 Time limit



Game Controls

● Gunship: Wii U GamePad

Move/Strafe	
Climb/Dive	(up/down)
Turn	(left/right)
Dash	Press /
Move reticle	Move the GamePad to look around freely
Attack	/
Missile	Hold / to charge, then release
Zoom	Press and hold /

● Samus (1-4 players): Wii Remote Plus + Nunchuk

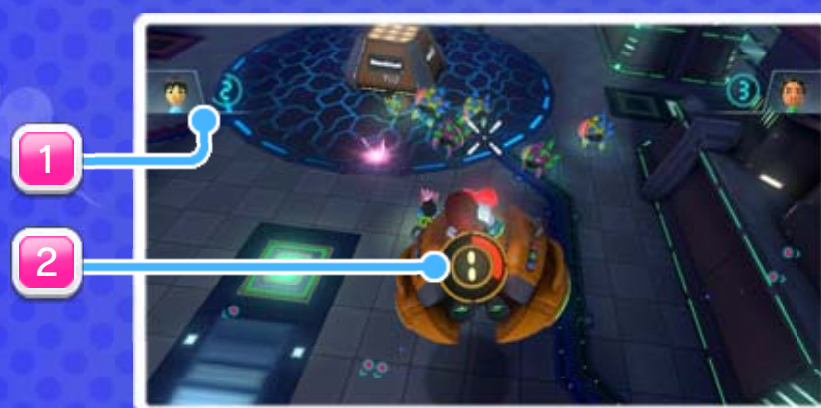
Move	
Move reticle	Move the Wii Remote Plus toward the target

Look around	Aim with the Wii Remote Plus controller while holding A
Attack	B
Bomb	Hold B to charge, then release
Morph Ball	Press and hold Z
Zoom	Press and hold C
Dodge	Shake the Wii Remote Plus

Assault Mission

● 1-5 Players

In this mode, the player with the GamePad controls the Gunship, and players with a Wii Remote Plus and a Nunchuk™ each control a Samus™ character. Work together to fight your way through your assigned mission. If your life is reduced to zero, you'll be out of the battle and won't be able to fight until you pick up an item that gives you life. If the whole team is out, you fail the mission.





1 Allies' life

2 Life

You lose one piece of life when you take damage and recover one when you pick up a .

Surface-Air Combat

● 2-5 Players

The player with the GamePad controls the Gunship, and players with a Wii Remote Plus and a Nunchuk each control a Samus character. You divide into teams--the Gunship versus the Samus team--and battle it out. Reduce the opponent team's life to zero to win. If time runs out, the team with the most life left wins.





3 Samus team's life

4 Gunship life

5 Time limit

Ground Battle

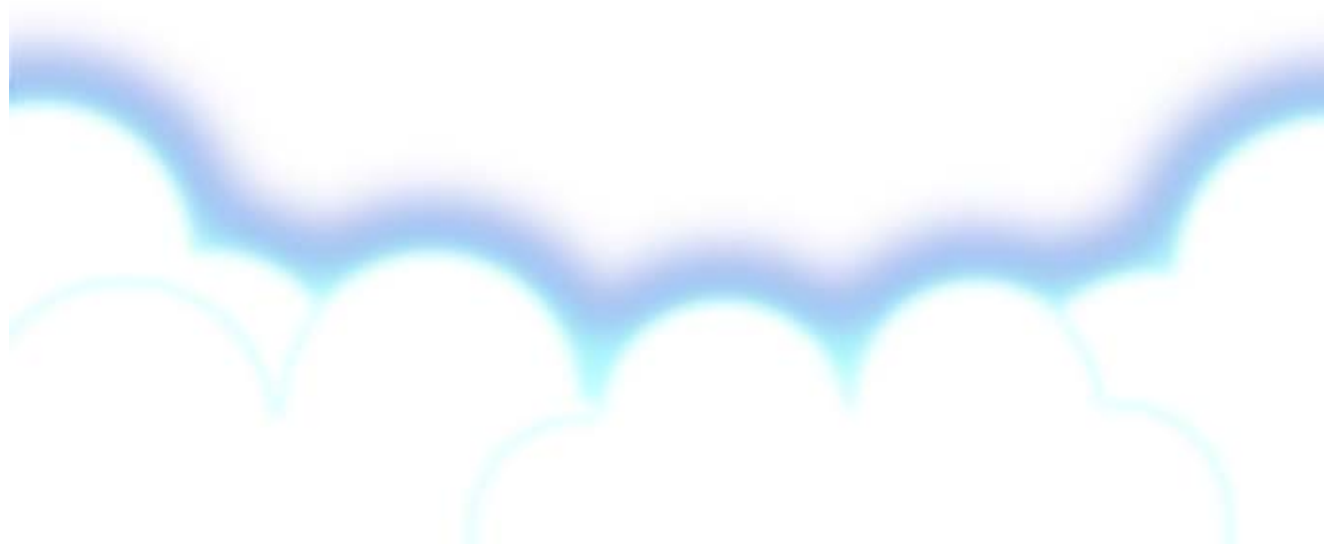
● 2-4 Players

All players play as Samus using a Wii Remote Plus and a Nunchuk. The GamePad can be used as a shared radar screen. Players attack opponents and steal their tokens, and whoever has the most tokens when time runs out is the winner.



6 Number of tokens

7 Time limit





Game Controls

● Mario: Wii U GamePad

Move	
Turn camera off/on	Touch

◆ Toggles the face display on the TV.

● Toad (1-4 players): Wii Remote

Move	
Tackle	

● 2-5 Players

The player with the GamePad controls Mario™, and players with a Wii Remote each control a Toad™. The Toads must chase Mario and catch him before time runs out. If Mario can evade them, he wins.

When there's only one Toad, Yoshi Carts will provide much-needed assistance.



1 Map

2 Time limit

3 Distance between Toad and Mario



Game Controls

● Ghost: Wii U GamePad

Move	
Dash	
Magic	Hold + to charge, then release to fire

◆ You need to hold down the buttons until the gauge is full.

● Ghost Tracker (1-4 players): Wii Remote

Move	
Shine light	
Sidestep	Press and hold while moving

● 2-5 Players

The player with the GamePad controls the ghost, and players with a Wii Remote each control a ghost tracker. They divide into teams, with the ghost facing off against the ghost trackers. If there are three trackers or fewer, Monita will

provide robots to assist them.

Trackers faint when the ghost grabs them, and the ghost wins if they're all out at once. However, the trackers can defeat the ghost by shining light on it and reducing its health to zero. As a tracker, you can't see the ghost on the TV, but your Wii Remote will rumble when the ghost is near. Revive fallen trackers by shining light on them.



1 Ghost's health

2 Trackers left

3 Time limit

4 Monita







Game Controls

● Gatekeepers: Wii U GamePad

Move	 / 
Tackle	 / 
Turn camera off/on	Touch 

◆ Toggles the face display on the TV.

● Animal (1-4 players): Wii Remote

Move	
Pick up	
Toss	

● 2-5 Players

This is a contest between two gatekeepers and one or more animals. The player with the GamePad controls the two gatekeepers at the same time, and each player with a Wii Remote controls one animal.

For the animal team to win, they must collect a set number of candies. However, the guards win if they can catch an animal three times. The more candies an animal is carrying, the slower it moves, and the easier it is for the gatekeepers to catch it.

- ◆ In a two-player game, the animal team can drop candy into a candy stash.



1 Number of candies to be collected

2 Hearts remaining

The animal team loses one heart every time they get caught by the gatekeepers.

3 Button

on at the same time.



Game Controls

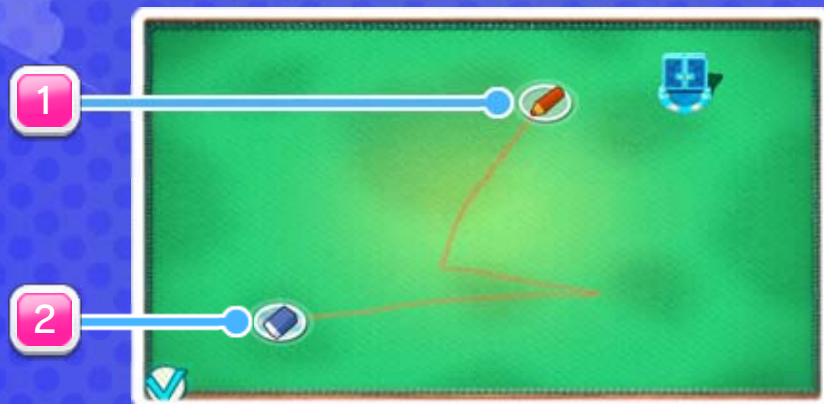
● Wii U GamePad

Draw a line

Slide the stylus

● 1 Player

Slide the GamePad stylus on the touch screen to draw a route for the Yoshi™ Cart. You have to guide him to every piece of fruit on the way to the goal. The TV screen will show you where fruit is located, along with any obstacles, but you can't see any of this on the GamePad screen. The Yoshi Cart uses up fuel as it moves. If the cart runs out of fuel or hits a hazard, you lose a life. If you lose all your lives, it's game over.





1 Stylus icon

Touch to continue drawing the line.

2 Eraser icon

Touch and hold to erase the line you've drawn.

3 Gate number

4 Fruit

Collect these to replenish fuel. Once you've collected all the fruit, the goal gate will open.

5 Lives remaining

6 Fuel

7 Score

Assisting another player

Once per gate, you can point at a piece of fruit with the Wii Remote and press **A** to remove it for the Yoshi Cart. Try joining in when the cart gets going!







Game Controls

● Wii U GamePad

Hold out or swing your left arm	
Hold out or swing your right arm	
Lean to either side	Tilt the GamePad left and right
Jump	Shake the GamePad
Turn camera off/on	Touch 

◆ Toggles the face display on the TV.

● 1 Player

Make your Mii dance to the rhythm! Watch the instructor perform a dance move, then copy it exactly. For every mistake you make, you lose one heart. The game is over when you have no hearts left.

Your character faces in one direction on the GamePad and in the opposite direction on the

TV. Watch whichever screen shows your character from the back, and it should be much easier.



1 Hearts

2 Instructor

Assisting another player

Aim the Wii Remote at hearts trapped in bubbles, and press **A** to regain lost hearts.





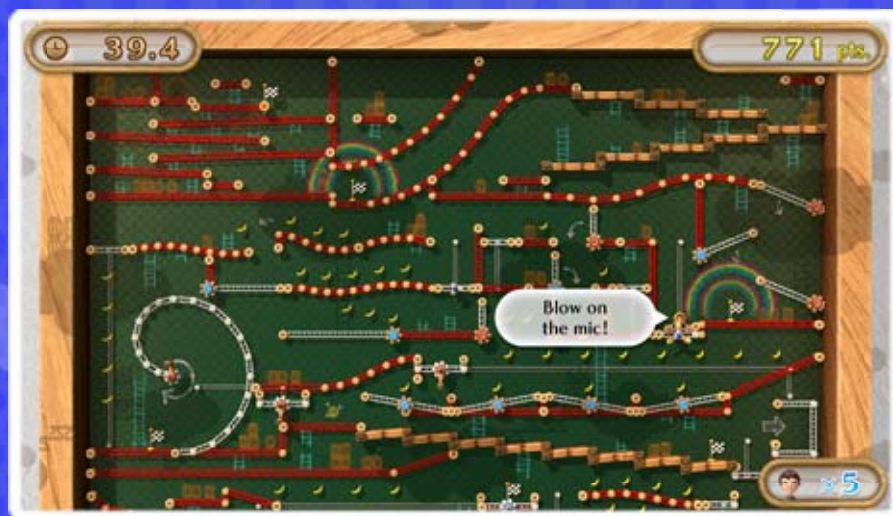
Game Controls

● Wii U GamePad

Guide the roller	Tilt the GamePad left or right
Zoom in/out on the TV	+
Operate mechanisms	Following the instructions on-screen, use L / R / C / R or blow into the microphone

● 1 Player

Guide the roller through the course to the goal by tilting the GamePad left and right and pressing buttons. If the roller is overturned or a spring comes off, the roller breaks and you lose a life. The game is over if you lose all your lives or if the timer gets to 10 minutes (600 seconds).



1 Time

2 Score

3 Lives remaining

Assisting another player

Point the Wii Remote at the TV and press **A** to make a large circle appear at that point. When the roller enters the circle, it will move in slow motion. This will help you move slowly and carefully, but it can also cost you precious seconds.





Game Controls

● Wii U GamePad

Aim the reticle	Move the GamePad
Throw throwing stars	Slide on the touch screen
Restock throwing stars	Tilt the GamePad upright

● 1 Player

Defeat the enemy ninjas with throwing stars and rescue Princess Monita! Getting hit by an enemy attack causes you to lose one heart. If you lose all your hearts, the game is over.



1 Hearts

2 Throwing stars

The number of throwing stars you have left. Tilt the GamePad upright to restock them up to a maximum of 50.

3 No. of consecutive hits

Assisting another player

Point at an enemy with the Wii Remote, and press **A** to freeze it in place.





Game Controls

● Wii U GamePad

Steer	Turn the GamePad left or right
Drift	Quickly turn the GamePad left or right
Brake	Tap the touch screen
Turn camera off/on	Touch 

◆ Toggles the face display on the TV.

In this attraction, you'll move the GamePad with large motions. Please be aware of your surroundings.

● 1 Player

Drive the Blue Falcon through 12 areas, and reach the goal within a certain time. Once you've set off, the Blue Falcon moves automatically. Your task is to steer by turning the GamePad left and right. The game is over if you run out of time, bump into a bomb, or go off the track.



1 Area information

You can see how much time you had left for each area when you pass through a gate.

2 Time remaining

Assisting another player

Point the Wii Remote at an obstruction, and press **A** to fire a beam and remove it.





Game Controls

● Wii U GamePad

Create a breeze

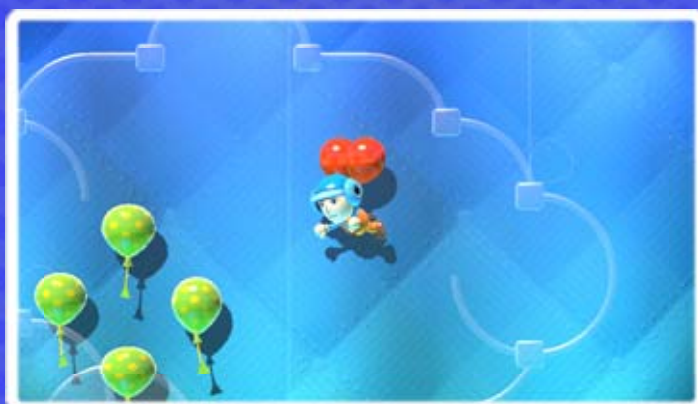
Slide the stylus

Send out a shock wave

Tap the touch screen

● 1 Player

Create gusts of wind to help your Mii fly through a constantly scrolling level. Ring the bell at the start to set off. If your Mii hits enemy obstacles, such as a Balloon Breaker or a balloon bird, and both balloons burst, you will fall into the sea and lose a life. When you have no lives left, the game is over.





1 Day and Time of Day

This shows you the current stage of your journey.

2 Rest Island

When you land on one of these islands, your Mii gets two balloons again. If you find a package, you can choose to transport it to the next island.

3 Lives

4 Items, etc.



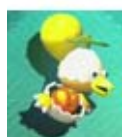
Balloon Breakers

If you hit one of these, you'll lose one balloon. Some obstacles can be moved or smashed with a shock wave.



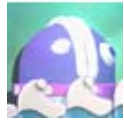
Balloons

Bump into these or burst them with a shock wave to earn points. You'll get extra points if you can burst a continuous string of balloons without missing any!



Balloon Birds

These birds will try to stop your journey. Pop their balloons to make them fall.



Balloon
Fish

Skim the water's surface to make this hungry fishy pop up. She's been known to eat birds and Mii characters for breakfast!



Bubbles

A bubble will emerge every time a bird splashes into the water. Burst them for more points!



Score

Assisting another player

Press **A** on the Wii Remote to push away obstacles and burst the balloons on Balloon Birds.



You can play in this mode if you have a Wii U GamePad and at least one Wii Remote or Wii Remote Plus. Two to five players compete in various attractions to see who can get the highest score.



Taking a Tour

Select the train card from the menu, or get on the Tour Train in Nintendo Land Plaza and press **A** to join the Attraction



Tour. Follow the on-screen instructions to configure settings and begin playing.

Players who are not participating in a round can vote for who they think will win. If that person wins, the player who voted for them will also get points.

If you don't see any Metroid Blast cards appearing in the Attraction Tour, it may be due to one of the following reasons:

- A paired Wii Remote does not have an attached Wii MotionPlus™ accessory.
- A Mii that hasn't played Metroid Blast is being used.



If you connect to the Internet, the following  Miiverse features will be available:

- Mii characters from all over the world can come and visit your Nintendo Land Plaza.
- When you make an in-game post, your Mii will then show up in other players' parks.
- You can give a Yeah or reply to in-game posts, and view posters' Miiverse profiles.
- ◆ You have to connect to the Internet and adjust Miiverse settings ahead of time.
- ◆ See the Internet Connection Requirements section of the Wii U Operations Manual for more information about the equipment required to connect to the Internet. Once you have all the required equipment, select Internet from  (System Settings) in the Wii U Menu to configure an Internet connection.
- ◆ See the Miiverse section of the Wii U Electronic Manual for more information about Miiverse. Press  on the Wii U Menu, and select  (Manual) from the HOME Menu to display the Wii U Electronic Manual.

If you don't want your Mii to visit other parks, or if you want to restrict Miiverse posting and commenting, adjust the settings via  (Parental Controls) on the Wii U Menu.

Tap on a visiting Mii to view its profile. The following buttons will also be displayed.

	Give a Yeah to a post
	Send comments
	View user profile

When you send a post or comment, other players can Yeah it or leave comments. You can view details on other players' Yeahs or comments in your Miiverse

Notifications.



22 Checking Your Records

Touch a Mii in Nintendo Land Plaza to display that Mii character's records on the Wii U GamePad and TV.



1 Most Played

2 Stamps

Shows the number of stamps obtained in each attraction.

3 Progress

Shows your progress in The Legend of Zelda: Battle Quest, Pikmin Adventure, and Metroid Blast.

4 Total coins and prizes collected

Displays all the coins and prizes you have collected during your time at Nintendo Land.

5 Mii Information

6 Trophies

Shows the trophies earned in Yoshi's Fruit Cart, Octopus Dance, Donkey Kong's Crash Course, Takamaru's Ninja Castle, Captain Falcon's Twister Race, and Balloon Trip Breeze.



See other Mii characters' data

You can view information about Mii characters that have been played with in Nintendo Land and were created in Mii Maker. To view this information, tap your Mii on the touch screen.

23 Note to Parents and Guardians

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts Miiverse  21 use to prevent interaction between users online.
Miiverse	Restricts users from viewing or posting content on Miiverse. Selecting No Posting lets you restrict the posting of text or images to Miiverse. Selecting No Viewing or Posting lets you restrict any access to Miiverse features.  21

- ◆ Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.

IMPORTANT

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Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078